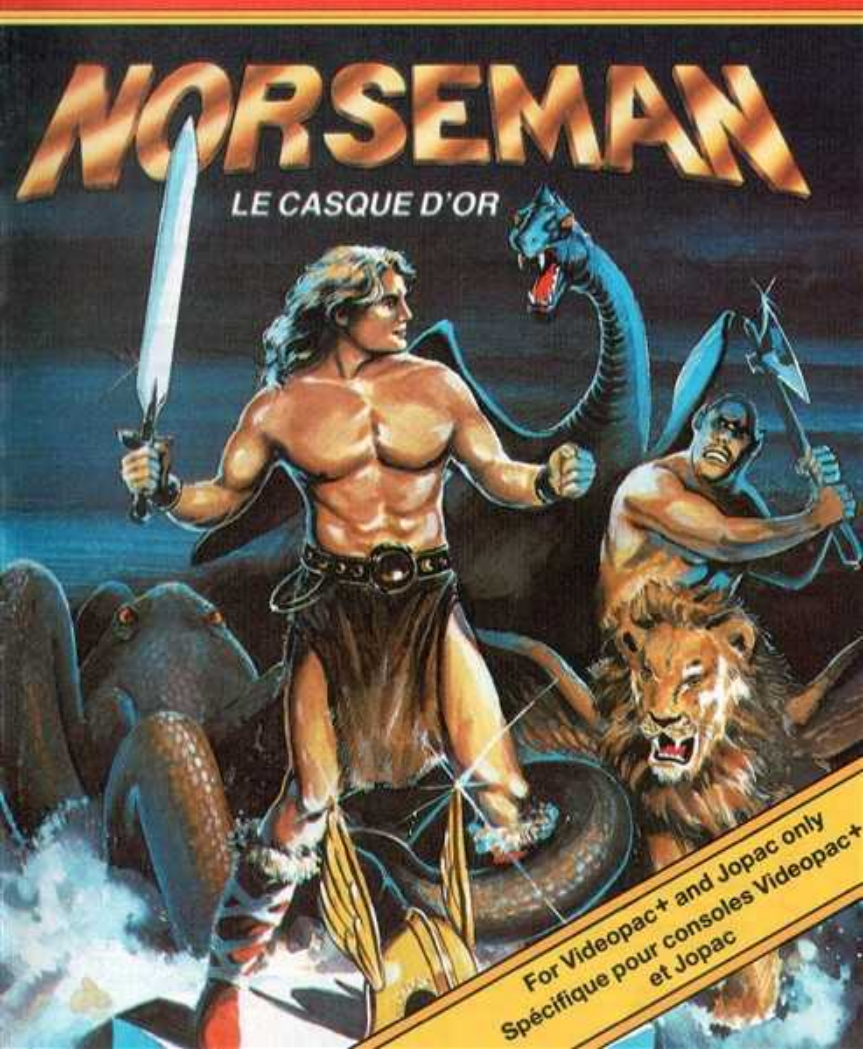
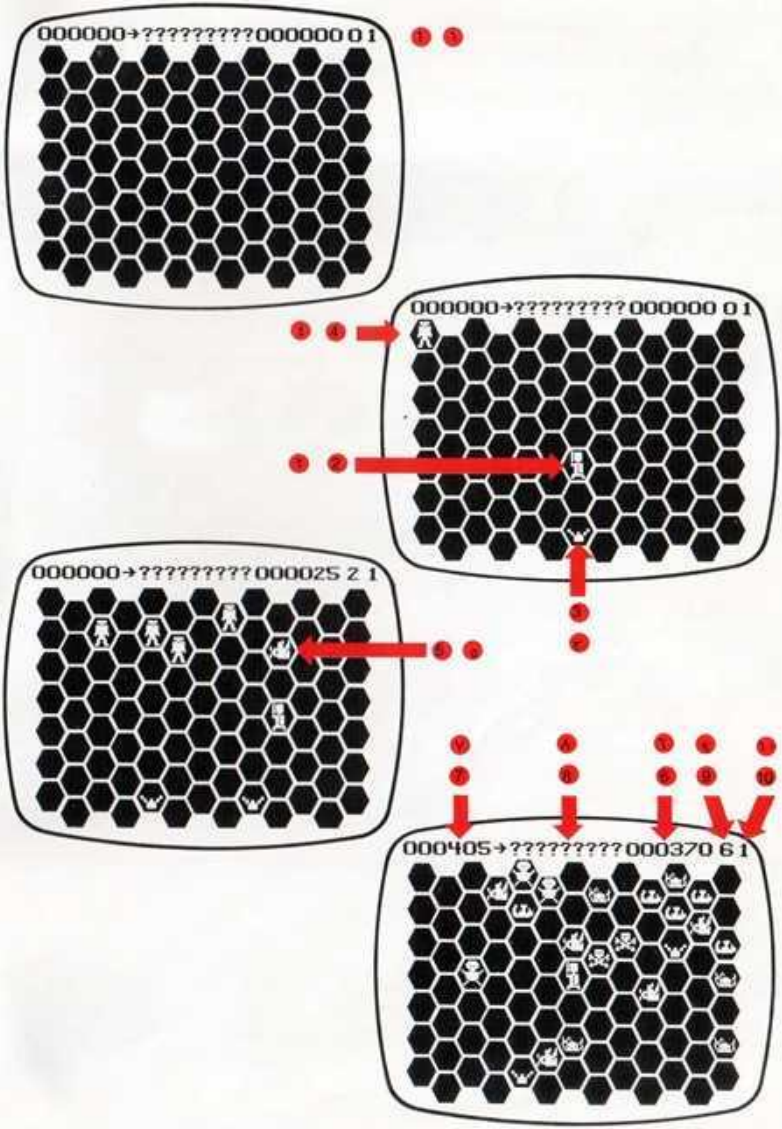
PHILIPS VIDEOPAC+

NORSEMAN

LE CASQUE D'OR



For Videopac+ and Jopac only
Spécifique pour consoles Videopac+ et Jopac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ENGLISH

The encircled figures in the text refer to the illustrations you will find on the fold-out flap of the rear cover of this booklet.

This game can only be played on a Videopac+ gamecomputer!

NORSEMAN

This Videopac+ takes you back some 1000 years into history, to the old days when the Vikings dominated large parts of Western Europe . . .

(1 or more players)
Press RESET
Next press 0 (zero)

Your screen shows a courtyard, divided into separate cubicles in a honeycomb pattern.

You see a heroic Viking warrior courageously wielding his shield and sword, challenging possible intruders . . .

He has been assigned to guard the magic Golden Viking Helmet . . .

Our hero doesn't have to wait long for action! His first opponent, an evil giant, soon makes his appearance at the top of the screen, followed almost immediately by four equally malicious companions. Unaware of the Vikings' presence they search the courtyard. They move downwards only, either straight down or diagonally from cubicle to cubicle, trying to find the mythical, golden helmet.

When a monster reaches the bottom boundary of the courtyard, he steps out of the picture to reappear at the top. The same happens when he moves off the screen sideways. He will re-enter on the opposite side. Our warrior can do the same thing and thus move very quickly from one side of the courtyard to the other.

The Viking has two important advantages. He is expecting the intruders and he can move in any direction he wants.

You can control the movements of the Viking warrior with the joystick of either hand control. Once you have selected a hand control, you cannot change to the other for the duration of the game. The Viking has to step from one cubicle into the other, which means that he cannot move horizontally.
He is allowed one move for every move made by one of the monsters. It means that he can step from one cubicle into the next every time one of his opponents does. You should act quickly. If you wait too long, your opponents will not wait to take their next step. This game requires strategic planning and quick reactions!

Our hero will slay a monster every time he steps into the cubicle of an unexpecting opponent. If you miscalculate, however, and the giant steps into our Viking's cubicle, he tramples him to death and the game is over! The safest way to attack one of the monsters of course is by approaching him from above, since the monsters can only move downwards!

If our Viking slays a monster, the corpse will remain in the cubicle. From that moment on the cubicle cannot be entered, neither by our warrior nor by one of his opponents. But the monsters will be smart enough to avoid these cubicles and carefully pass them. Unless of course you build a funnel-shaped trap. Once they have entered that funnel, there is no way out for them and they will eventually commit suicide!

ATTENTION!
When you set up a trap for those monsters, make sure you do not get caught yourself. If you aren't careful, you may find yourself closed in completely. That way you are safe from the monsters of course but . . . you cannot reach them either and thus it doesn't make much sense to continue the game! **If you find yourself in this predicament, just press RESET to start a new game while maintaining the high-score registration at the top of your screen.**

When the Viking succeeds in slaying all five giants, his plight isn't over yet, because the giants will be followed by other monsters, appearing in groups of five every time: octopuses, dragons, skeletons and finally giant bats! Our warrior can carry the helmet to safety, for instance by hiding it behind some cubicles with dead monsters. Move him to the cubicle

with the helmet and then press the action button. He will carry the helmet as long as you keep the button pressed. The helmet is rather heavy and it means that he can only move at half speed as long as he carries the golden helmet.
If the Viking succeeds in slaying all 25 monsters, the entire sequence will start all over again, beginning with five new giants etc. With every new round the game becomes more difficult to play, since it moves faster.

The end of a game
The game is over when our Viking warrior is killed by one of the monsters or when the monsters find and capture the golden helmet.

Start of a new game
A new game will start automatically as a new courtyard scrolls up, complete with a new helmet and another Viking, waiting for the first intruders.

Scoring points
You score points by killing monsters. The point value increases with every new round.

	First round	Second round	Third round	etc.
A giant	15	30	45	
An octopus	30	60	90	
A dragon	45	90	135	
A skeleton	60	120	180	
A bat	75	150	225	

Keeping score
The computer automatically keeps track of your score.

- The running score of the game in progress is kept on the right-hand side.

- The computer also registers the highest score in a series of games.

- You can enter the name of the highest-scoring player (max. nine characters). Press CLEAR to make corrections. Press ENTER when the name is correct, so it cannot be erased again. (This happens automatically when all nine letter spaces are used.)

Ten game varieties and demonstration mode
If you want a demonstration, first press [RESET], and next press key [0]. The computer will show you how the game is played. This game cartridge offers a choice of 10 different game varieties, each getting progressively more difficult to play. Make your selection by first pressing [RESET], followed by the game number.

Game 0: 1 helmet
Monsters moving from top to bottom only.
Game 1: As game 0, but with two helmets to be defended by your Viking. (This is the game variety the computer plays in the demonstration mode.)
Game 2: As game 0, but with three helmets.
Game 3: As game 0, but this time the Viking warrior can only attack a monster when it appears in flashing, bright red . . .
Game 4: As game 3, but with 2 helmets.
Game 5: As game 3, but with 3 helmets.
Game 6: As game 0, but with this variety the monsters will come from all directions: two monsters moving from top to bottom, and one each from left to right, from right to left and from the bottom to the top.

Attention
The varieties with multi-directional monsters are extremely difficult to play as you can imagine. To make it just a little bit easier for you, however, ONE basic change has been made. **With all these varieties with multi-directional monsters they can even stumble onto one single dead colleague and thus commit suicide, even when you haven't built a trap!** This applies to the varieties 6, 7, 8 and 9!

Game 7: Same as game 6, but with 2 helmets.
Game 8: As game 6, but with 3 helmets.
Game 9: This variety combines all handicaps of the previous nine varieties: 3 helmets, monsters coming from all directs and the flashing red monsters!

- The computer tells you which game variety you are playing and which round you are in.

Ask your dealer about the other Videopac and Videopac + games:

1. Race, Spin-out and Cryptogram
2. Pairs, Space Rendezvous and Logic
3. American Footbal
4. Air-Sea War and Battle
5. Blackjack
6. Tenpin Bowling and Basketball
7. Mathematician and Echo
8. Baseball
9. Computer Programmer
10. Golf
11. Cosmic Conflict
12. Take the Money and Run
13. Playschool Math
14. Gunfighter
15. Samurai
16. Depth Charge and Marksman
17. Chinese Logic
18. Laser War
19. Catch the Ball and Noughts and Crosses
20. Stone Sling
21. Secret of the Pharaohs
22. Space Monster
23. Las Vegas Gambling
24. Flipper Game
25. Skiing
26. Basket Game
27. Electronic Table Football
28. Electronic Volleyball
29. Dam Buster
30. Battlefield
31. Musician
32. Labyrinth Game and Supermind
33. Jumping Acrobats
34. Satellite Attack
35. Electronic Billiards
36. Electronic Soccer and Electronic Ice Hockey
37. Monkeyshines
38. Munchkin
39. Freedom Fighters
40. 4 in 1 Row
41. Conquest of the World
42. Quest for the Rings
43. Pickaxe Pete
44. Crazy Chase
45. Morse
46. The Great Wall Street Fortune Hunt
47. Adversaries
48. Backgammon
49. Turtles
50. Super Bee
51. Terrahawks
52. Killer bees
53. Nightmare
54. Loony Balloon
55. Neutron Star
56. Norseman

C7010. Chess

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